

1) logic

Ex 1.2

Q.1 $\bar{i}i, iv, vi, viii, x$ Q.2 = $\bar{i}i, iv, vi, viii$

Q.3 $\bar{i}i, iv, vi, viii, x$

Ex 1.3

Q.2, Q.4

Ex 1.4

Q.1, Q.2

Ex 1.5

Q.1, Q.2

2) matrix

adjoint method - 2 eg

Inverse method - 2 eg

row transformation method - 2 eg

3) Trigo

Ex 3.1

Q.1, Q.4, Q.5

Ex 3.2

Q.1, Q.2

Ex 3.3

$\varnothing 2$

$\varnothing 3 - 3, 5, 7$

4) line and plane

Ex 6.1 - $\varnothing 1, \varnothing 2, \varnothing 8, \varnothing 10$

Ex 6.2 - $\varnothing 1, \varnothing 2, \varnothing 7, \varnothing 8$

Ex 6.3 - $\varnothing 1, \varnothing 4, \varnothing 7, \varnothing 10, \varnothing 11$

Ex 6.4 - $\varnothing 2, \varnothing 3, \varnothing 5$

5) Vector

5.1 $\varnothing 10, \varnothing 11, \varnothing 12, \varnothing 13$

Ex

Ex 5.2 $\varnothing 1, \varnothing 3, \varnothing 9, \varnothing 11$

Ex 5.3 $\varnothing 1, \varnothing 6, \varnothing 10, \varnothing 11, \varnothing 7$

Ex 5.4 $\varnothing 1, \varnothing 5, \varnothing 7, \varnothing 11$

Ex 5.5 $\varnothing 1, \varnothing 3, \varnothing 4, \varnothing 8, \varnothing 7$

6) Pair of Straight Lines

Ex. 4.1 $\varnothing 3, \varnothing 4, \varnothing 8$

Ex 4.2 $\varnothing 4, \varnothing 6$

Ex 4.2 $\varnothing 4, \varnothing 6, \varnothing 8$

linear programming

7.4 $\rightarrow$ all